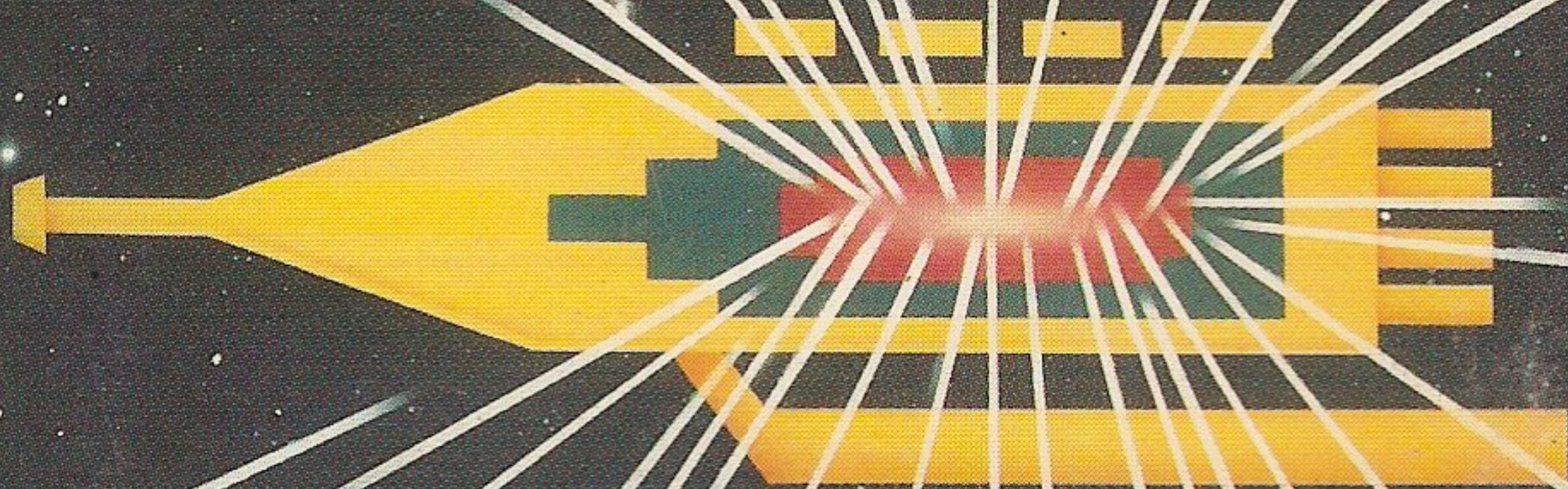


FOUR COMPLETELY DIFFERENT
SPACE GAMES! ASTRO BATTLES
... LASER ATTACK ... SPACE
WARP ... FLAGSHIP! THIS BALLY
MIDWAY CLASSIC WILL GIVE
YOU HOURS OF SPACE ACTION
FUN!

GORF



THE SMASH HIT
BALLY MIDWAY
ARCADE GAME

WORKS WITH JOYSTICK! VIC 1923

INSTRUCTIONS FOR USE

GORF

Loading the Cartridge and Starting the Game.

1. Turn your VIC-20 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the VIC-20 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your VIC-20 off then back on).

Adjusting Screen Position

To center the picture use the  and  keys. Each time you press the  key, the picture will move to the right, and when the  key is pressed, the picture will move towards the bottom of your TV screen. Keep using these two keys until you are satisfied the picture is centered within your screen. (NOTE: Once the game has begun you can not change the screen colors).

Eliminating Screen Flutter

On some TV sets with automatic fine tuning your screen may "flutter" up and down when using a computer or video game. To correct this, hold down the  key and hit the  key. (NOTE: Doing this with a standard TV set may cause the screen to flutter).

CONTROLLING YOUR FIGHTER: Use your joystick to pilot your ship. Push it forward to move toward the Gorfians. Pull back on the stick to retreat. Moving the control left and right helps you evade the enemy from side to side. Press the button to fire your quark missiles. **NOTE:** You can fire several short range bursts, but long range missiles will be eliminated by continuous fire.

GORFIAN INVASION FORCES

WAVE 1: ASTRO BATTLES

The Gorfian attack begins with 3 fleets of Droids, controlled by a Gorf and supplied by large and small UFP's. These forces form an attack matrix. Start battling these forces from the edges, working your way toward the center. As you move up in rank the Droids are deployed at lower altitudes. If you are skillful you can destroy the Gorf and some of the Droids before the attack

formation is complete, and gain extra points. You are assisted by a force field which provides limited protection.

WAVE 2: LASER ATTACK

You are confronted by 2 groups of forces consisting of a Gorf, 3 Attack ships, and a Laser ship which spearheads each attack force. The Laser ships use an extremely effective, power ray. They should be removed first if possible. Then go after the Attack ships and Gorf's at long range.

WAVE 3: SPACE WARP

The Space Warp Fighters are the most sophisticated of the Gorf's forces. They are deployed in a spiral formation, launching homing torpedoes which zero in on your position. Try to eliminate each Fighter early, by moving close to the Center Launch Site, to minimize firing time. As you move up in rank the Fighters recognize this and double their spiral and torp speeds.

WAVE 4: FLAGSHIP

When you reach the Flagship you will have to adjust your offensive tactics. Flagships are protected by a force field which can only be removed through rapid, repeat firings. Once through the field, a blast that would normally remove an ordinary alien will merely chip away at a Flagship. These chunks will fly off the main vessel and can be as dangerous to you as the fireballs being launched by the ship itself. The only way you can eliminate a Flagship and complete your mission is to penetrate the ship's hull and expose the Flagship's power reactor, which will then explode. The ship has one vulnerable spot on the underside of the hull, its REACTOR VENT. You can achieve success by removing as much of the hull as possible, but more skillful pilots hit the reactor with one blast aimed directly into the vent.

SPACE CADET:	1-4 MISSIONS
SPACE CAPTAIN:	5-8 MISSIONS
SPACE COLONEL:	9-12 MISSIONS
SPACE GENERAL:	13-16 MISSIONS
SPACE WARRIOR:	17-20 MISSIONS
SPACE AVENGER:	21-25 MISSIONS

POINT VALUES

ASTRO BATTLES

60 Points	Lowest level invader
80 Points	Middle level invader
100 Points	Highest level invader
200 Points	The Diamond Shape
200 Points	The Saucer Shape
250 Points	The Gorf at mission start

ATTACK FIGHTERS

100 Points Gorfs
300 Points Laser Ship

SPACE WARP

100 Points All attacking fighters

FLAG SHIP

50 Points.....Hitting Flag Ship and dislodging a chunk of neutronium
100 Points.....Destroying a chunk in flight
200 Points.....Destroying Escort Saucers
250 Points.....Destroying an escort Gorf
1000 Points.....For hitting the power reactor